"ACT 'NORMAL'"

(Working Title)
A COMPANION LARP FOR *TRACES*

A larp for 6 or more humans.

What is 2019 *like*?

Your goal for this larp is to embody the spirit of 2019 as a particular character that you would expect to meet in 2019. Cosplay and caricature are welcome. Your role is to animate the space around you as you go about your "normcore" 2019 life. You can think of yourself like an actor or a non-playable character ("NPC") in a video game, or as someone attending a costume party in-character, in that your performance should not send any TRACES playthroughs totally off the rails in terms of its volume or disruptiveness.

PRIOR TO THE GAME

1. Think about who your character is. What are their priorities? What is particular about their experience in this era? What would they dress like? What's their name? How old are they? Do they have a landline or are they strictly a cell phone kind of person? What's their side-hustle?

2. Feel free to gather props and a costume to help you get into character.

3. Invite a friend to come play with you if you like!

RULES FOR ENGAGING WITH OTHER INHABITANTS OF 2019

1. Never touch any other player without consent. Try to make yourself visible as you approach other players.

2. Feel free to wander around and chat with other *2019ers*. Share your best memes and pet photos, talk about what's streaming on the internet, and generally try to embody the *spirit of the age.*

3. It is totally okay to just sit and read a book, knit a scarf, or play around on your phone or computer if that is what your character would be doing or if that's what you feel like doing. Enjoy the view and hang out!

RULES FOR ENGAGING WITH *TIME TRAVELER* PLAYERS

You will recognize Time Travelers by their **brown infinity scarf uniform** (worn in many fashions) or by **their scanner (large, purple and black)**. You can think of yourself like an actor or a non-playable character ("NPC") in a video game, or as someone attending a costume party in-character, in that your

performance should not send any TRACES playthroughs totally off the rails in terms of its volume or disruptiveness. **NOTE:** As a regular person from 2019, you can see the time travelers and their equipment, but you cannot see the traces/objects they are trying to scan.

1. Never touch any other player without consent. Try to make yourself visible as you approach other players.

2. While chatting with other locals, keep a surreptitious eye on Time Traveler players who approach the object that you are "guarding." Try to keep your conversation with other inhabitants of the era quiet enough that the time travelers can hear the audio of the game.

3. If they are not attempting to be stealthy or cautious, give them a few chances. You decide how many. Even if they're bad at being stealthy or cautious, the point is for them to be *trying*.

4. If you notice that they are continually very obvious about what they are doing, approach them and engage in conversation. If someone else is already talking to them, look at them intently and somewhat suspiciously instead of approaching.

Depending on what character you are playing, you could ask them if they are lost or need assistance, inform them that this is a no-loitering area, or ask them if they saw *Game of Phones* last week.

5. Always let them leave (and encourage them to continue on their way) after a nosy minute or so.